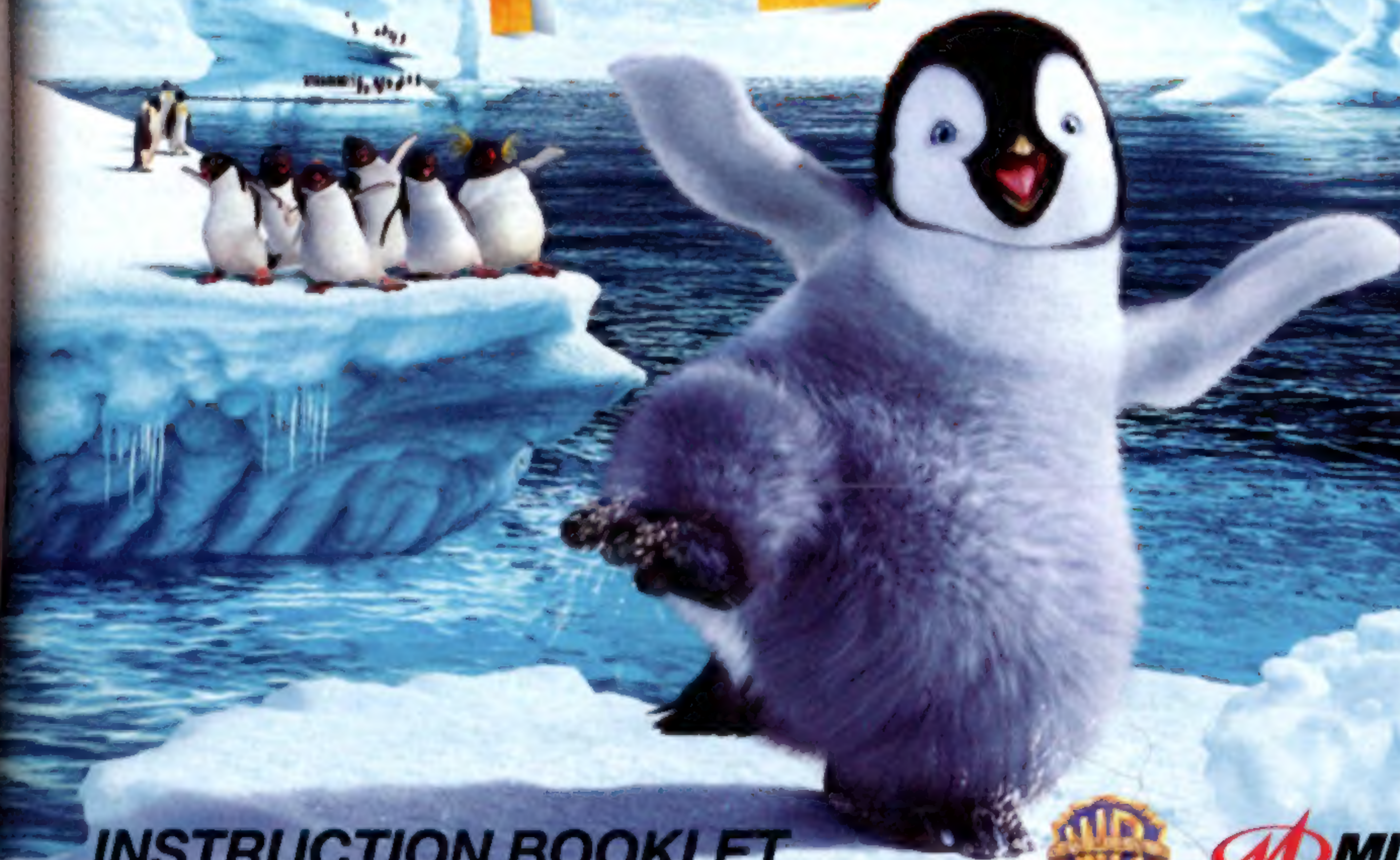


GAME BOY ADVANCE

AGB-BH3E-USA

# HAPPY FEET™



INSTRUCTION BOOKLET



**MIDWAY**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

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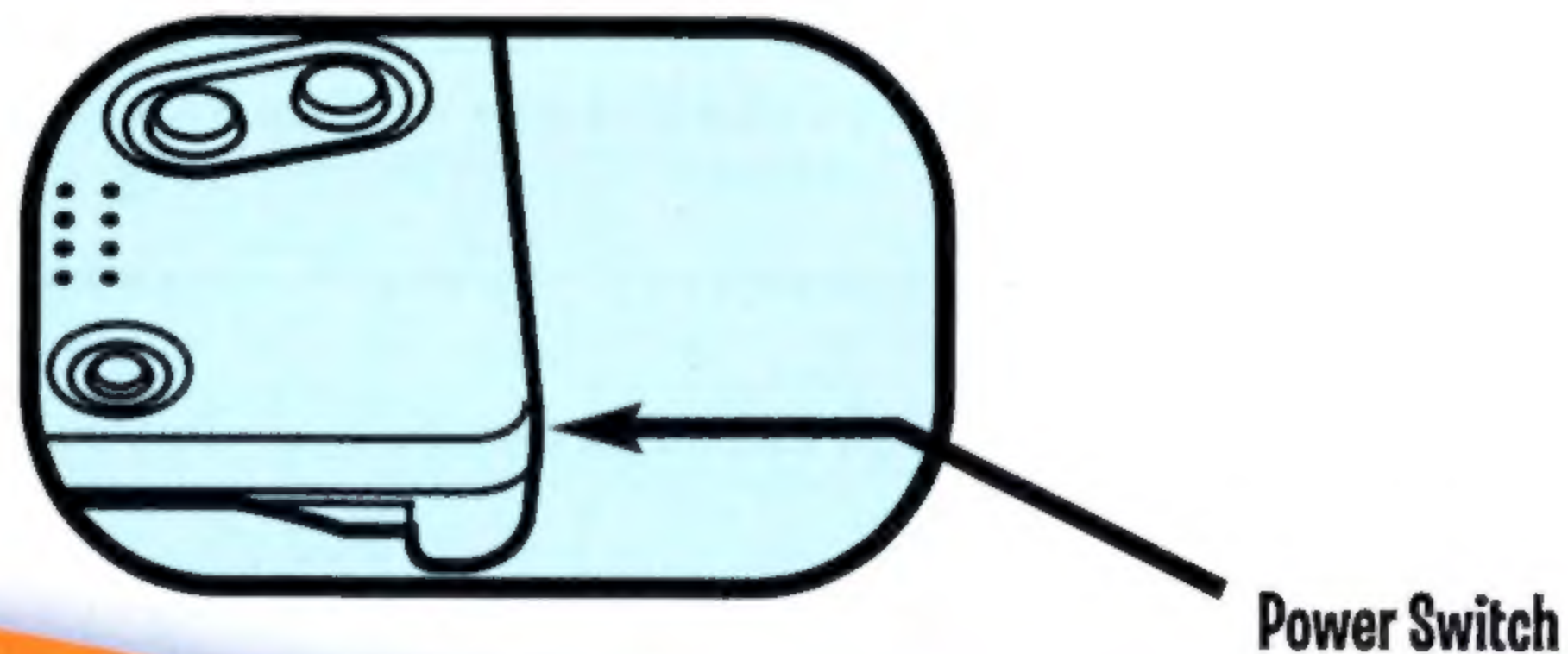
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# GETTING STARTED

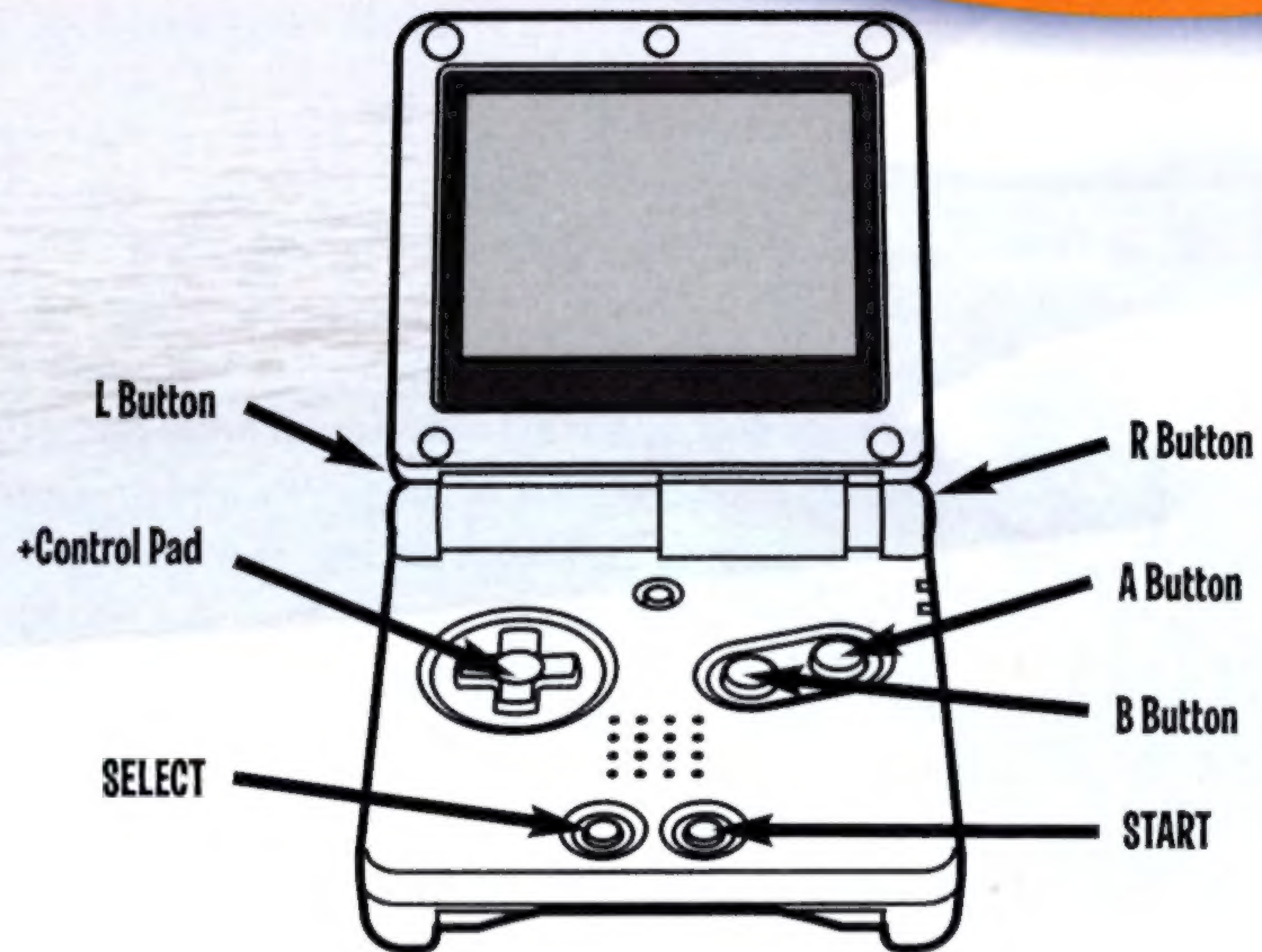
Please follow the instructions below before attempting to play this game.

- Make sure the POWER switch is in the OFF position.
- Insert the GAME BOY® ADVANCE Game Pak into the slot in front of the Game Boy Advance SP, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.





# STARTING UP





# THE STORY

Based on Warner Bros. Pictures' comedy adventure HAPPY FEET, put yourself in the "tap shoes" of Mumble, a young penguin born into a nation of Emperor Penguins— where each needs a Heartsong to attract a soul mate. Unfortunately, Mumble is the worst singer in the world... however, as it happens, he is a brilliant tap dancer!



Experience life as Mumble! Step into his happy feet - from his tap dancing birth, his harrowing escape from a hungry Leopard seal, his fiesta-filled friendship with the Adelie Amigos and finally to his climactic encounter with humankind.



# MAIN CHARACTERS



**Toddler Mumble**

**Mumble**



**Gloria**



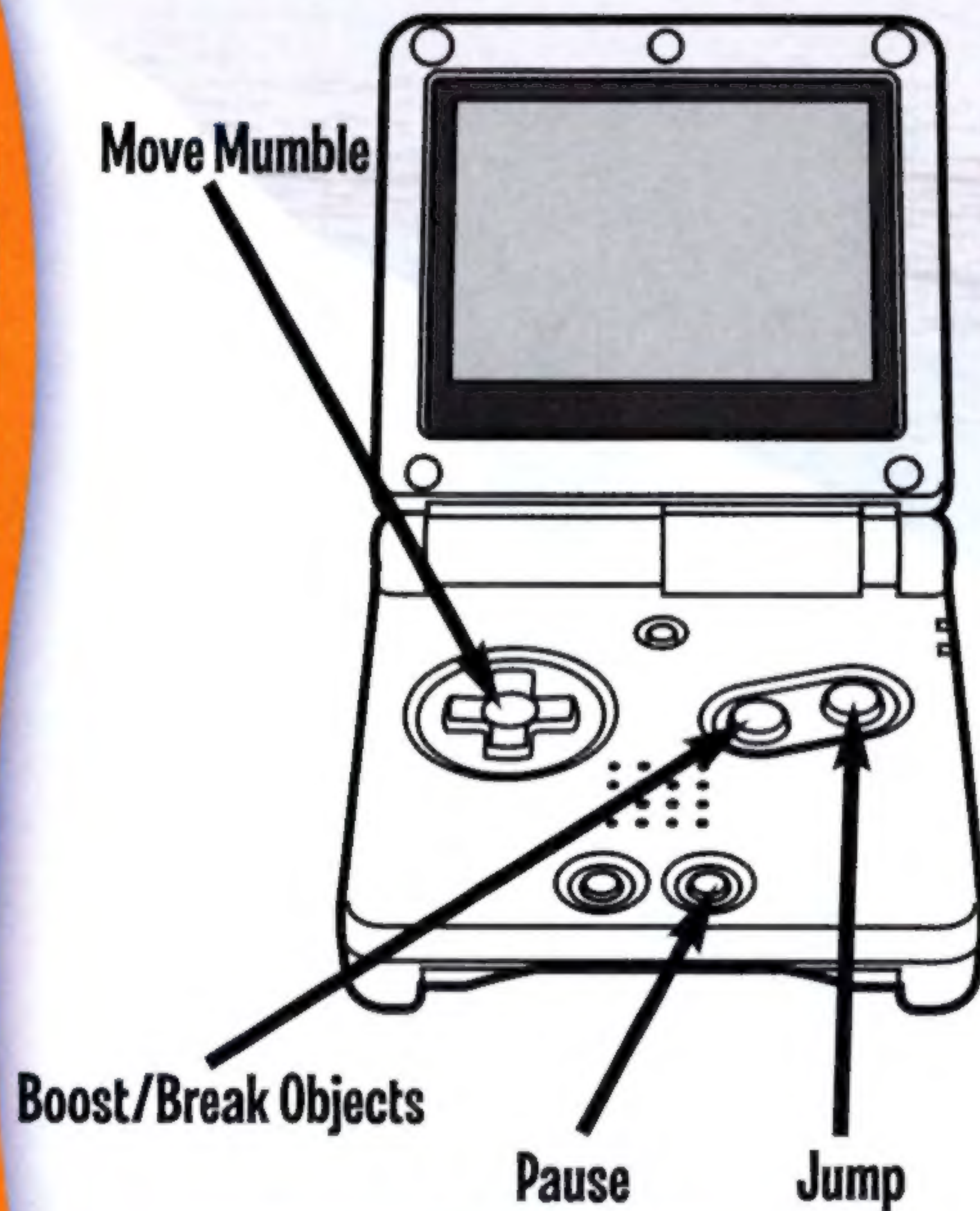
**Toddler Gloria**



**The Amigos**



# CONTROLS



Belly-Sled while walking = +Control Pad Down + B Button

Speak while standing next to other characters = +Control Pad Up  
(They often have very useful information.)

Catch fish and other items while swimming = A Button

Unlockable Controls (unlocked via game progression)

Dash while swimming or catapult out of water = B Button  
(Use this sparingly. The B Button underwater uses more air.)

## MENU SELECTIONS

Press the +Control Pad Up, Down, Left or Right to highlight menu items. To select menu options, press the A Button. To return to a previous menu, press the B Button.



# MAIN MENU



## NEW GAME

This is the game's **Story Mode**. In Story Mode, you play as Mumble on a challenging adventure. Along the way, you'll speak to other characters, collect items and use your jumping skills to overcome many obstacles.

Select this option to go to the New Game screen, then select one of the three available Save slots. If you're playing for the first time, there's a basic tutorial that will help guide you through the initial stages of the game.

## LOAD GAME

When you select this option, any saved games will be displayed. Select a saved game to load and continue the game.



# MAIN MENU



## FREE PLAY

Play **Fishing**, **Rhythm** and **Timed Belly-Sledding** and **Collect Belly-Sledding** mini-games for high scores. See **Free Play** section, pgs. 11-12.

## OPTIONS

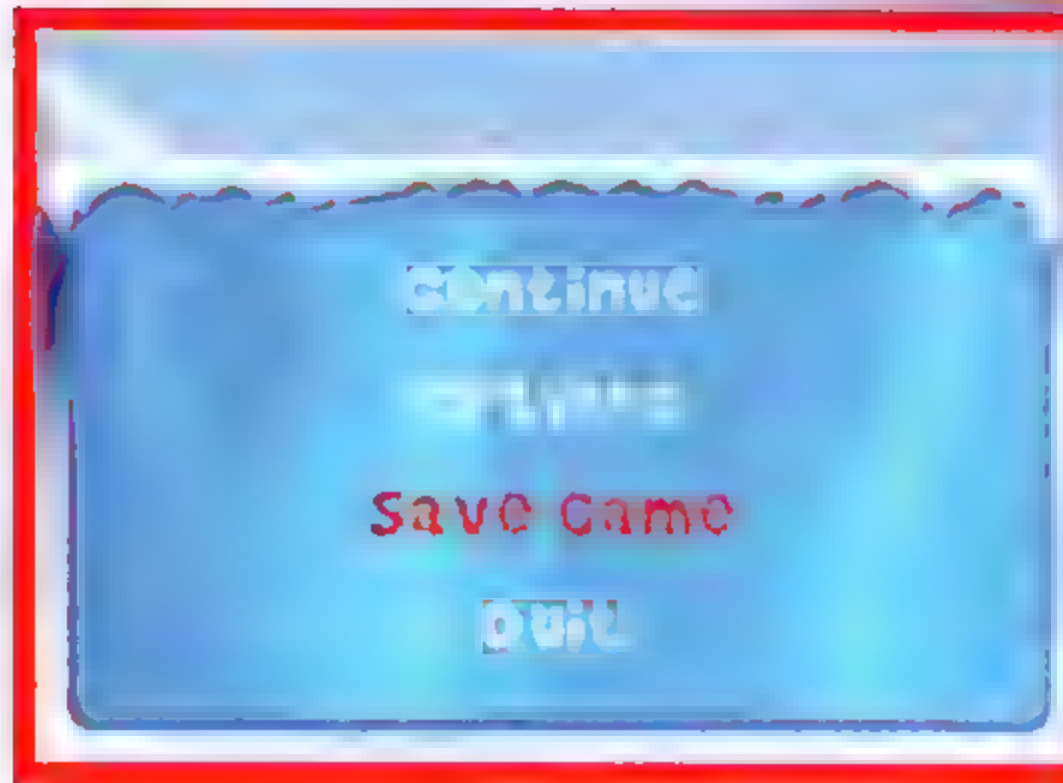
Highlight the **Music Player** option, then press the +Control Pad Left or Right to choose the available music tracks. You can also select **Music** or **Sound**, then press the **A Button** to turn the option On or Off. You can also select English or French for the game's **Language**.

## CREDITS

View the names of those who made the Happy Feet game.



# SAVING



While playing the game, you can press **START** to view the Pause Menu. At the Pause Menu, select **Save Game** to save your progress.

The next time you play, you can select Load Game from the Main Menu to select and load your saved game (see **Load Game**, pg. 7).

When Mumble is on a sub-mission, such as Belly-Sledding, Swimming or Dancing, the **Save Game** option will be disabled until Mumble completes the mission.

In Story Mode, the game will Autosave after successfully completing any Belly-Sledding or Dancing sub-mission.



# FREE PLAY

In Free Play, you can choose between four types of mini-games: **Fishing**, **Rhythm**, **Timed Belly-Sledding** and **Collect Belly-Sledding**. For each of these games, use the +Control Pad Left or Right to select the Area or Song, and the level of difficulty you want.

## FISHING

Collect a certain number of fish before time runs out! To catch fish, press the **A Button** when you are next to one, but pay attention to your air meter! Your air decreases over time, and when making contact with enemies. To refill it, look for air bubbles or go up for air.



## RHYTHM

Mumble loves to dance, so select this option to give him some Rhythm. The song will start, followed by button and +Control Pad direction icons that move upward. As these icons enter the circles, press the appropriate button or +Control Pad direction. Mumble will dance his best if you manage to continually press the button or +Control Pad direction at the right time.





# FREE PLAY

## BELLY-SLEDDING (TIMED)

Take Mumble for a race down a slippery slope. You'll need to complete the race before the Timer runs out. Collect as many fish as you can on the way down. Each time you pick up a Fish, one second will be added to the clock. Use the +Control Pad to control Mumble down the hill, and press the **A Button** to jump.



## BELLY-SLEDDING (COLLECT)



As you slide down the hill, Mumble must collect a certain number of fish before he reaches the finish line. Use the +Control Pad to control Mumble down the hill and press the **A Button** to jump.

### Unlocked Via Game Progression

Press the **B Button** for a Boost on the slope or in the air. You can also use it to punch through Pink Bonus Fish, Snow Piles and Icicles.



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## **I Wish**

Performed by Stevie Wonder  
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L.P. under license from Universal Music Enterprises  
Written by Stevie Wonder  
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## **Jump N Move**

Written by Simon Bartholomew, Jan Kincaid, Andrew Levy and Jamal Mitchell  
Performed by The Brand New Heavies featuring Jamalski  
Courtesy of Delicious Vinyl Records  
Published by Warner-Tamerlane Publishing Co. (BMI),  
Roughneck Reality Music (BMI), Mud Slide Music (BMI)  
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## **Boogie Wonderland**

Performed by BRITTANY MURPHY  
Written by Allee Willis and Jonathan Lind  
EMI Blackwood Music Inc o/b/o itself, Irving Music and Big Mystique Music (BMI)  
Produced by John Powell  
Mixed by Bob Clearmountain  
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## **(Shake, Shake, Shake) Shake Your Booty**

Performed by KC & The Sunshine Band  
Courtesy of T.K. Records, A Label of Rhino Entertainment Company  
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## **Groove Is In The Heart**

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